

SURVIVE!™

A Sea Full of Danger and Oceans of Fun!

For 2-4 players/Ages 8-adult

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OBJECT

An underwater volcano has erupted and an island is sinking into the sea! Unless they escape in time—all the inhabitants are doomed!

In this game, try to lead your "people" from the central island to safety on any of the four islands nearby. You can get there by boat or by swimming. But it will be a treacherous journey! You'll have to ward off sea-serpents, sharks, and whales as well as stay one step ahead of the ever-approaching water.

When the game ends, whoever has the most survivor points is the winner.

EQUIPMENT

Playing board • 1 die • 5 sea-serpents • 5 whales • 6 sharks • 12 boats • 40 "people" tokens—10 red, 10 yellow, 10 orange, 10 purple • 40 land pieces—16 "beach," 16 "forest," 8 "mountain"

Notice: After you've removed all the "people" tokens from the plastic runner, dispose of the runner. Then check for sharp points on them. If there are any, carefully remove them.

SET UP

1. Place all 5 sea-serpents onto the 5 sea-serpent spaces.
2. Shuffle all the land pieces. Then place the pieces *face down* onto the spaces within the heavy black outline on the board. When you're finished, you should have an island with a sea-serpent on the sea-space in the middle.
3. Select a color set of "people" tokens and place them in front of you. Then take two boats and place them in front of you.
4. Place the sharks, whales, and remaining boats to the side for the time being.

GETTING READY TO PLAY

Before playing, you must place all your people and boats onto the board. Because your people have different point values (1-6), it's important to place them strategically.

1. Select a player to go first. Play then proceeds, in turn, to that player's left. On your turn, place *one* of your people *number side down* onto any unoccupied land piece. *Don't let the other players see the number.* Continue placing them, in turn, until each one covers a different land piece.

Once the game has begun, you may not look at or reveal the point values of your people, even if one has been eliminated from the game. You must wait until the game ends before you identify each one.

2. Now, in turn, place *one* boat onto *any* unoccupied sea-space *next to the island.* Continue placing them, until each player has placed two boats.

Tips on Placing People and Boats

- A. There are three things to consider when placing your people on the island:
 1. Place some people near the water's edge. This will allow you to move them quickly into boats.
 2. As you'll see, land pieces sink in order—beach areas first, forest areas second, and mountain areas last. Therefore, you should place some people on mountain areas.
 3. *Since the point values on the people tokens are hidden from you, try to remember where you've placed those of higher value—and try to protect them as much as you can.*
- B. The strategy for placing boats is simpler. Just place them as close as possible to your people.

GAME PLAY SUMMARY

On your turn, you must do three things *in order*. They are:

1. Move your people and/or boats. You may move any combination of people and/or boats a total of three land or sea spaces. You can move one of your people three spaces or three people one space each. You can move one of your people two spaces and a boat one space, etc. The choice is yours. *But the object should be to get your people onto boats and moving toward the islands.*

Examples: Move one of your people 3 land spaces toward a boat.

Move 2 people one space each into a boat. Then move the boat one space.

2. Sink an island land piece. The second part of your turn is to turn over any one land piece *which has at least one edge exposed to water*. Each player will do this on a turn starting with the beach pieces. When all the beach pieces have been sunk, do the same with the forest pieces, then the mountain pieces.

After turning over a land piece, place any people on it into the sea-space that's now revealed. Then look at the information printed on the underside. To find out what you do with the information you reveal, see HOW TO USE THE INFORMATION ON A LAND PIECE.

3. Roll the die. The final part of your turn consists of rolling the die and acting accordingly. Whenever you roll a sea-serpent, shark, or whale, you may move that particular creature—if it's already on the board—in order to attack an opponent or to protect your own people. Each creature moves a different number of spaces and attacks in a different way. For this information see HOW TO USE THE ROLL OF THE DIE.

You may begin playing at this point, but it's best to read through the remaining rules first for the details of game play.

HOW TO MOVE YOUR PEOPLE AND BOATS

People

- A.** Move your people—in any direction you wish—from one land piece to any adjacent land piece even if it's occupied by another "person."
- B.** Move a person *from a land space onto a boat* as long as the boat is in a sea-space next to it. You may *not* place more than *three* people into a single boat.
- C.** You may move a person *from one boat to another* as long as the boats are in adjoining spaces.
- D.** You may move a person into a boat that's already occupied by another color.
- E.** You may *not* move an opponent's people.
- F.** Once a person leaves the island, it *cannot* return.

Swimmers. People become swimmers by:

- diving from a land piece into an adjacent sea-space
- jumping overboard from a boat into the *same* sea-space
- falling into a sea-space when a land piece sinks.

Once a person becomes a swimmer, you must follow these special rules:

- A.** You may move a swimmer only *one* sea-space on a turn. Jumping off a boat or a land piece into a sea-space counts as *one* move.
- B.** You may move a swimmer onto a boat *only if the swimmer and boat occupy the same sea-space*. So if a swimmer is in a sea-space *next to* the boat, it will take two moves to get that swimmer on board.
- C.** More than one swimmer may occupy the same sea-space.

Boats

- A.** Any player may move *any empty* boat—from sea-space to sea-space—in any direction he or she chooses.
- B.** No more than one boat may occupy a single sea-space.
- C.** Once a player has the majority of people on board, he or she controls the boat. When you control a boat, you're the only player who can move it.

Example: If a yellow person token is alone on board, yellow controls the boat. If two red tokens and one yellow token are on board, red controls the boat.

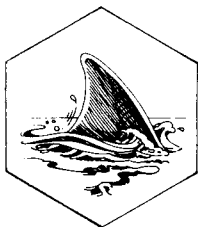
- D. Whenever players have an equal number of people on board, each player controls the boat.

Example: Let's say red, purple and orange each has one person on board. In this case, any one of these colors may move the boat on his or her turn.

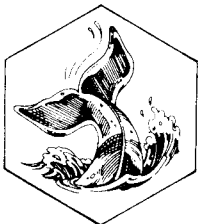
Reaching a Safe Island

- A. As soon as a boat lands on one of the two sea-spaces next to a safe island, the people on board are ready to disembark. Each person you move from the boat to the island counts as one move. You may not place a boat directly on the island. The boat remains on that same space until it's moved again.
- B. Moving a swimmer onto a safe island from an adjacent sea-space also counts as one move.
- C. Swimmers and boats may not move through the coral reef spaces nor the area around the edge of the board.

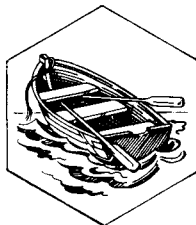
HOW TO USE THE INFORMATION ON A LAND PIECE



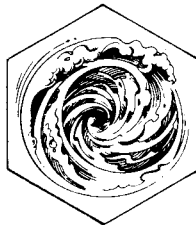
Whenever you see the picture of a shark, take a shark from the side of the board and place it into the sea-space that's now revealed. If there are any swimmers in that sea-space, remove them from the game. Then remove the land piece from the game.



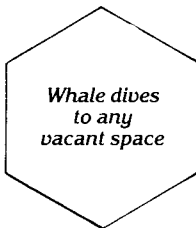
Whenever you see the picture of a whale, take a whale from the side of the board and place it into the sea-space that's now revealed. Then remove the land piece from the game.



Whenever you see the picture of a boat, take a boat from the side of the board and place it into the sea-space that's now revealed. If there are any swimmers in that space, put them on board. Then remove the land piece from the game.



Whenever you see the picture of a whirlpool, remove from the game all swimmers, sea-serpents, sharks, whales, boats, and crew *in and next to* the sea-space that's now revealed. "Next to" refers to any sea-space that touches one of these six sides.



Messages: Written messages on land pieces are used differently from pictures on land pieces.

Whenever you see a message printed on the underside, keep it and don't let the other players

see what it says. Then when you wish to use it, turn it over. *But you must do so at the beginning of your turn—except in the case of the "defensive" messages.* You may play only *one* message on a turn. Once played, remove it from the game.

There are two defensive cards that may be played out of turn. They are:

"Kill a Shark." Whenever an opponent moves a shark into a sea-space occupied by one of your swimmers, use this card to save the swimmer by removing the shark from the game.

"Harpoon a Whale." Whenever an opponent moves a whale into a sea-space occupied by a boat that you control, use this card to protect your crew by removing the whale from the game.

HOW TO USE THE ROLL OF THE DIE

Sea Serpent Attack. Sea-serpents attack swimmers and manned boats. If you roll a sea-serpent, move any *one* of them already on the board *one* sea-space. If you can move it onto a sea-space occupied by one or more swimmers or by a manned boat, immediately remove all swimmers, boats, and crew from the game. The sea-serpent stays where it is until moved again.

- A. Sea-serpents *cannot* sink unmanned boats.
- B. Sea-serpents *cannot* attack more than once on a player's turn.

Shark Attack. Sharks attack swimmers. If you roll a shark, move any *one* of them already on the board no more than *two* sea-spaces. If you can move it onto a sea-space occupied by one or more swimmers, immediately remove the swimmers from the game. The shark stays where it is until moved again.

- A. Sharks *cannot* attack a boat, but *can* share a sea-space with it.
- B. Sharks *cannot* attack more than once on a player's turn.

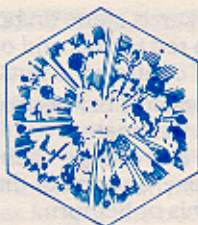
Whale Attack. Whales attack manned boats. If you roll a whale, move any *one* of them already on the board no more than *three* sea-spaces. If you can move it onto a sea-space occupied by a *manned* boat, the crew become swimmers and the boat is removed from the game. The whale stays where it is until moved again.

- A. If the sea-space also contains a shark, the swimmers are removed from the game.
- B. Whales *cannot* attack swimmers or sink *unmanned* boats.
- C. Whales *cannot* sink more than one manned boat on a player's turn.

NOTE: Sea-serpents, sharks, and whales *cannot* attack each other. They *can*, however, occupy the same sea-space.

The chart below summarizes how the sea-creatures attack.

	Number of spaces	Object of attack
SEA-SERPENT	1 sea-space	swimmers, manned boats
SHARK	no more than 2 sea-spaces	swimmers
WHALE	no more than 3 sea-spaces	sinks manned boats



ENDING THE GAME

One of the mountain pieces has a volcano symbol printed on its underside. As soon as someone turns this piece over, an erupting volcano destroys what is left of the island as well as the people still moving toward the safe islands.

Before this happens, however, it's possible you may have landed all your surviving people on shore. When this occurs, continue sinking land pieces and rolling the die on your turn until the game ends. *Do not, however, use the movement part of your turn to move empty boats.*

WINNING THE GAME

When the game ends, turn over *all* the people you've landed on the safe islands and add up the numbers on the bottom. The player with the most points (not necessarily the most people) wins the game.

RULES FOR FEWER THAN FOUR PLAYERS

If you're playing SURVIVE! with fewer than four players, leave the extra sets of people tokens out of the game. Continue to use *all* the land pieces as you follow the same rules under GETTING READY TO PLAY. Realize, however, that certain land pieces will not be covered with people tokens.



We will be happy to answer your questions about SURVIVE! Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.